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GAMES MAGAZINE!

WING COMMANDER

SENSIBLE SOCCER '92-'93

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THE ULTIMATE GAMES MONTHLY - FREE TASTER ISSUE

AMIGA POWER

A MAGAZINE WITH ATTITUDE

NEWS: The latest in the world of Amiga games, plus our pick of last month's releases.

REVIEWS: A taster of game reviews - AP style.

TIPS: Your introduction to Complete Control.

EVERY MONTH!
FULLY PLAYABLE
DEMOS

THE CREAM OF THE CROP

Each issue of AMIGA POWER comes with a game-packed disk stuck here. What you WON'T find on the disk are slideshows, two year old PD games or non-playable demos. What you WILL find are a whole bunch of fully playable previews of the latest big titles.

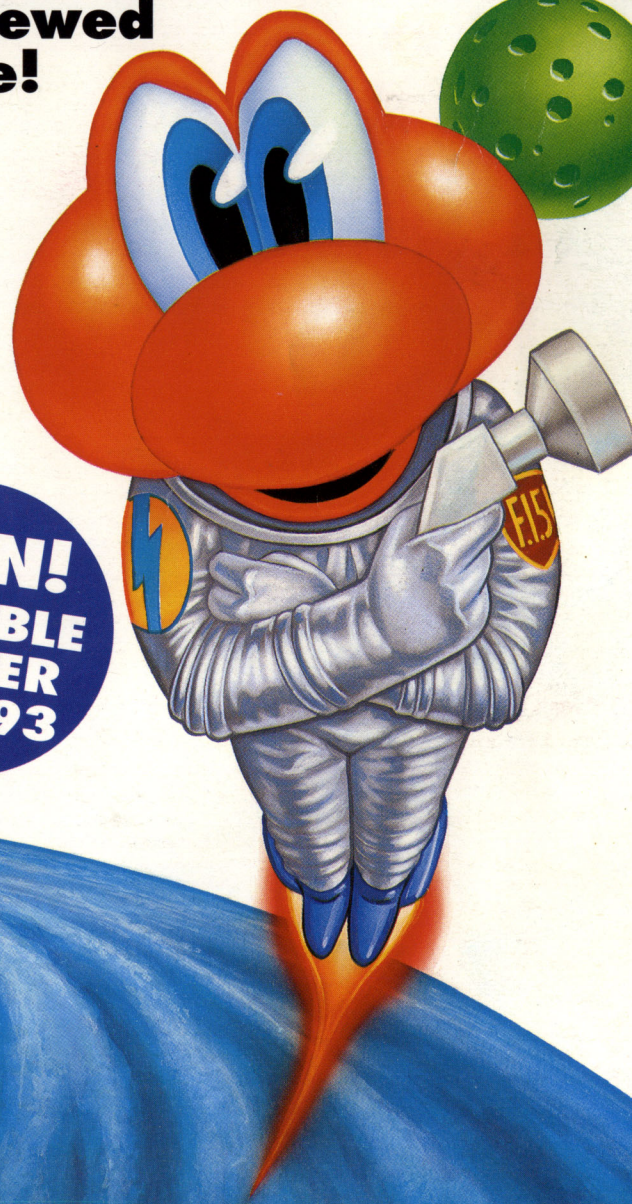
AMIGA
POWER

JAMES POND³

Previewed
Inside!



WIN!
SENSIBLE
SOCCER
'92-'93



FREE WITH
AMIGA
FORMAT

THIS IS AMIGA POWER

AMIGA POWER

FREE ISSUE JANUARY '93

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WELL GOSH!

We're flattered that you're reading this bit, we really are. As you probably know, this is usually the area of a magazine where members of staff make weak jokes. AMIGA POWER is no exception, but because this is a free special issue and all, we'll spare you it this time round. Instead, we'll give you an exclusive chance to build up your games collection just a teensy bit.

COMPETITION TIME

We want your Yuletide snaps! That's right - send us your favourite/weirdest/most embarrassing Christmas photos, and we'll send a brand spanking new Amiga game to the sender of the best entry. Don't delay, post today.

AMIGA POWER comes to you from Future Publishing, the astronomically successful publishers of Amiga Format, ST Format, Amiga Shopper, Mega, Super Play, Your Sinclair, Commodore Format, Amstrad Action, Sega Power, Total, Games Master magazine, and quite a few more besides.

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6 TRUE STORIES

A small portion of AMIGA POWER's fact-tastic news section. Discover what the AP team really look like, tiptoe through our favourite games of the last month, and even take a shot at winning a copy of *Sensible Soccer '92-'93* - as reviewed this issue.

8 THE SHAPE OF THINGS TO COME

By way of introduction to AMIGA POWER's in-depth previews, we bring you a first look at *James Pond³*. Yes, the sequel to *Robocod* is finally unveiled.

13 IN THE STYLE OF

Here at AMIGA POWER we pride ourselves on our many probing features. We also find time to come up with the occasional piece which is a little more, ah, whimsical. Take this one, for example.

14 COMPLETE CONTROL

Having trouble with that new game? Need a code or cheat to get that little bit further on one of your old favourites? Then this is the place to come.

16 DO THE WRITE THING

We've printed some pretty odd letters in our pages over the past 12 months. Here, by way of introduction to our sometimes serious, sometimes funny and, more often than not, vitriolic reader correspondence is a collection of the year's best letters.

18 BACK ISSUES AND SUBSCRIPTIONS

Okay, so you like us lots and want more? This is the place to come.

WHAT ELSE CAN YOU EXPECT IN AN ISSUE OF AMIGA POWER?

Well, lots more really. In addition to the mounds of extra reviews you'll find in the real thing, you'll also find sections like:

DEFINITION OF SOUND

An occasional buyers' guide where we give you the lowdown on a particular game genre and define just what is and isn't 'sound' (ie really rather good).

THE BOTTOM LINE

The original and the best round-up of an entire year's worth of reviews, complete with short, sharp comments, ratings and lots more besides.

AND...

Ah, but you'll just have to buy it to find out.

WELCOME TO AMIGA POWER



Greetings and salutations. This, as the headline says, is AMIGA POWER - the essential monthly guide to Amiga games. Whereas our sister magazine AMIGA FORMAT gives you an all-encompassing view of the Amiga world - from business, to home and leisure - AMIGA POWER brings you an entire magazine dedicated to the world of Amiga games. Since the magazine's birth some 20 months ago,

GAMES OF THE

In a regular issue of AMIGA POWER, we take the best, most important, or simply the most interesting releases and place them in our Games Of The Month section. Here we devote two, three or even four pages to each title - giving them the treatment in the way that only AMIGA POWER reviewers know how. Our reviewers really go to town, giving you the full lowdown on the game, and leaving no doubt in your mind exactly what we think of a title. Of course, our reviewers don't always agree - in which case you'll find something called an On The Other Hand box from one of our other expert writers. Whatever the game, you can be sure that we'll play it thoroughly and review it thoroughly. While some magazines are content to rehash game instructions, we take time to actually be critical about a game. And even if a game doesn't make it into the Games Of The Month section, it'll still get the full treatment in a full page review (as *Sensible Soccer '92-'93* this month) or in the budget or PD sections.



WING COMMANDER

The long awaited space epic, reviewed for Amiga and A1200 owners...

SPECIAL ISSUE

FREE WITH AMIGA FORMAT

we've gone from strength to strength, and now hold the position as the world's best-selling Amiga games magazine. The way we've achieved this is through in-depth, balanced, honest and sometimes controversial reviews, news, previews and features. If it's happening in the world of Amiga games, then you can be sure it'll be featured in **AMIGA POWER**. So enjoy this special taster issue, and watch out for issue 21 - due to hit the shelves on 17th December. It'll be a corking issue and no mistake.

Mark Ramshaw
Editor

MONTH

WIN!
A COPY OF
SENSIBLE SOCCER
Turn to
page 7



SENSIBLE SOCCER '92-'93

Can it be true? Has one of the best Amiga games ever just got better?
Page 12

GAMES REVIEWED THIS ISSUE

JANUARY

FULL PRICE

Sensible Soccer12
Wing Commander10

This being a taster issue and all, we've only actually got space to bring you reviews of the new *Sensible Soccer* game, and *Wing Commander* (and an abbreviated *Wing Commander* review at that). In a real issue you can expect a list of every single game released that month. From the biggest to the smallest, you'll find it listed for review in this column.

BUDGET

Low-priced newbies, and reduced re-releases can all be found here. But remember, just because they're cheap, it doesn't mean they're guaranteed a good review.

COMPILATIONS

Even compilations come under the the **AMIGA POWER** reviewing eye every month.

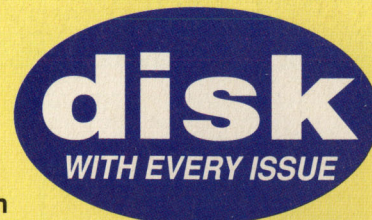
PUBLIC DOMAIN

Every month Dave Golder brings you the latest in the world of free software.

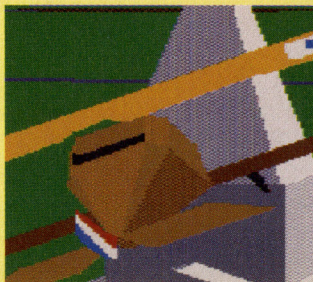
WATCH OUT...

...for **AMIGA POWER** issue 21. Available from 17th December, it's going to be a game-packed affair, with reviews of *Indiana Jones*, *KGB*, *Nigel Mansell* and many more

Every month **AMIGA POWER** brings you an interactive peek at the latest games. Attached to each issue, you'll find a coverdisk bursting at the seams with playable demos. And you can be sure that when we do give you a taste of PD, it'll be of the highest quality.



DISK HIGHLIGHTS OF THE LAST 12 MONTHS



KNIGHTS OF THE SKY

The year got off to a flying start with an endlessly playable demo of the acclaimed WWI flight sim from MicroProse. Even dyed-in-the-wool flight sim haters couldn't help but fall in love with this one. The game which turned the entire AP team into scarf-wearing weirdos.

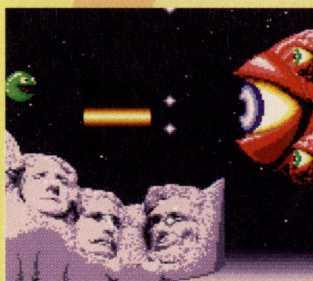
TITUS THE FOX

Following on where the excellent *Blues Brothers* left off, inferior platform games were given a good kicking by this Middle Eastern spectacular from Titus. Magic carpets, snake charmers and the lovable fox himself all feature in this outstanding purpose-designed level.



WIZKID AND SENSIBLE SOCCER

May's two disk spectacular included an entire disk from Sensible. Also included were *Sim Brick* and *Startest* - two of the most bizarre 'games' ever to grace an AP coverdisk. And - hey! - *Pinball Dreams* appeared on the second disk that month!



D/GENERATION

The entire second level of Mindscape's highly rated 3D tale of of virtual reality creations gone wild could be found with the August issue. When the software houses do a demo for **AMIGA POWER**, you can be sure that it'll be something very special indeed.



DOODLEBUG

Core Design came up trumps with an entire level of there groovy little platform adventure runaround. Accompanying *Doodlebug* was Flair's bizarre but totally enthralling *Metamorphosis* - a game of shape-shifting and elementary chemistry of all things. Like we said, bizarre.



10 GOOD REASONS YOU NEED

1

AMIGA POWER

IS DEDICATED TO GAMES

There's no denying that one of the major uses of the Amiga is as a games machine. That's where we come in. Every issue is packed to bursting with information about Amiga games. Whether it's the latest, the greatest, or the stuff you'd do well to avoid – you won't find a more comprehensive or up-to-date guide.

2

AMIGA POWER

COVERS EVERY AMIGA GAME RELEASE

We rate over 250 games every issue. From the latest full-price, budget and PD games, to The Bottom Line – a definitive roundup of the last year's releases – it's our aim to give you the authoritative lowdown on pretty much every Amiga game out there.

5

AMIGA POWER

GUARANTEES EDITORIAL INDEPENDENCE

Software companies naturally want good reviews of their games. We naturally want to provide honest and fair reviews of their games. We never succumb to pressure, bribes or any kind of influence from software companies. If we don't like a game, then we're not afraid to say so.

6

AMIGA POWER

GIVES YOU THE FULL PICTURE

With buyers' guides, work in progress features, news snippets, and of course our acclaimed reviews, we look at the world of Amiga games from every angle. Recent issues have included words of wisdom from people as diverse as Geoff Heath of Mindscape and Chris Peat of Altern 8.

9

AMIGA POWER

IS THE WORLD'S BEST-SELLING AMIGA GAMES MAGAZINE

With an ABC (Audit Bureau of Circulation) figure of 60,184, there's none more successful when it comes to Amiga games. We like to think that we're doing it right, and our popularity certainly seems to indicate that.

10

AMIGA POWER

NEVER COMPROMISES

We've got a reputation as the harshest magazine in the business – and with good reason. What we don't do, however, is simply slag-off games just for the sake of it. We rate hard because we don't think anyone should have to fork out for mediocre software. If we rate a game highly, then you can be sure of a quality title.



ASONS WHY

AMIGA POWER

3 AMIGA POWER

TREATS GAMES SERIOUSLY

Written by games players for games players. We don't sacrifice quality by employing kids who can finish *Zool* but can't cope with the English language. Clear, witty, entertaining and informative writing is our aim.

4 AMIGA POWER

REVIEWS GAMES LIKE NOBODY ELSE

The best and most interesting titles get up to four pages of in-depth analysis. We aim to show you exactly what the games look like, using annotated pictures, link-ups of entire game levels and playthrough sequences. And if our reviewers don't agree, then you'll find second opinions too. We pride ourselves on leading the field in reviewing style.

7 AMIGA POWER

CARRIES A FULLY-PLAYABLE DEMO PACKED DISK

While other magazines fall over themselves to offer vapid slideshows and non-playable demos while forgetting about the actual magazine, we work to bring you a quality magazine and a disk crammed with the best in playable demos of the latest titles.

8 AMIGA POWER

COMES TO YOU FROM FUTURE PUBLISHING

Future is the home of some of Britain's best-selling computer magazines, including *Total*, *Sega Power*, *PC Plus*, *Amiga Shopper*, and, of course *Amiga Format*. Quality, innovation, information and entertainment are at the heart of Future's policy.

A MOIST SLICE OF AMIGA POWER

Over the next few pages you'll get a taste of what AMIGA POWER is all about. First up you'll find an exclusive work in progress feature on the latest *James Pond* game, and reviews of *Wing Commander* and *Sensible Soccer '92-'93* – as featured in the January issue of AMIGA POWER.

Following on from that, we've selected one of our most successful mini-features of recent issues: *In The Style Of* – where we get programmers to reinterpret their hits in new and bizarre styles. The best letters of 1992 pretty much round things up in our *Do The Write Thing* special, then it's your chance to get back issues or take out a subscription to this thing that we call AMIGA POWER.

TRUE STORIES

THE SHADY FACES BEHIND AMIGA POWER



Revealed at last, this are the motley crew behind the world's best-selling Amiga games magazine. But who are they, and how did they all come to work on the title? From left to right they are:

TIM NORRIS – Production editor extraordinaire and ex-public school chap, Tim is the pivotal guy in the slick machine that is AMIGA POWER. Words are his business, and it's rare that something goes amiss when Tim is around. Except, that is, when he rides his motorbike. Then Tim himself tends to go amiss worryingly often.

TIM TUCKER – New boy Tim joins us as staff writer after a stint on ST Format, and a previous life as the bass player in near-famous rock group Cactus Rain. We're secretly hoping that Tim will be able to transfer his knowledge of electronic instruments into Amiga technical expertise. After all, the rest of us can barely plug in a joystick, never mind format a hard drive.

MARK RAMSHAW – Original team member and international bright young editor, Mark is a total failure as any kind of musician whatsoever. This poor man is charged with keeping the entire argumentative bunch in line – no mean feat. As editor, Mark's other job is to give himself reviews of all the best games. Occasionally though, he slips up, hence Stuart's review of *Sensible Soccer* '92-'93 in this special issue.

STUART CAMPBELL – AP reviews editor and self-proclaimed 'world's best games player' (frankly, we're not convinced), Stuart's been a vital part of the team since the magazine's birth. When he's not playing his apocalyptic rock'n'roll on the office stereo, there's nothing he likes better than a round or two on *Sensible Soccer* – with the volume turned up. When he's feeling particularly mean though, he tends to do both at the same time.

JACQUIE SPANTON – Our Yorkshire-born art editor has a full set of crayons, and she isn't afraid to use them. Unfortunately, she's recently discovered the delights of *Pinball Fantasies* – so the rest of the team have to constantly find new places to hide the disks. Jacquie was previously responsible for the visual delights of Amiga Shopper and Public Domain, but we're not going to hold that against her.

MARK WINSTANLEY – Another new boy, Mark's illustrious past includes working on BBC's *Making Out*, hiking across America ("A nice place to visit, but you can guess the rest"), and – hey! – even playing computer games. At six foot five, Mark is of course obliged to make more tea than anyone else in the team.



NOT SLEEPING, BUT WALKING



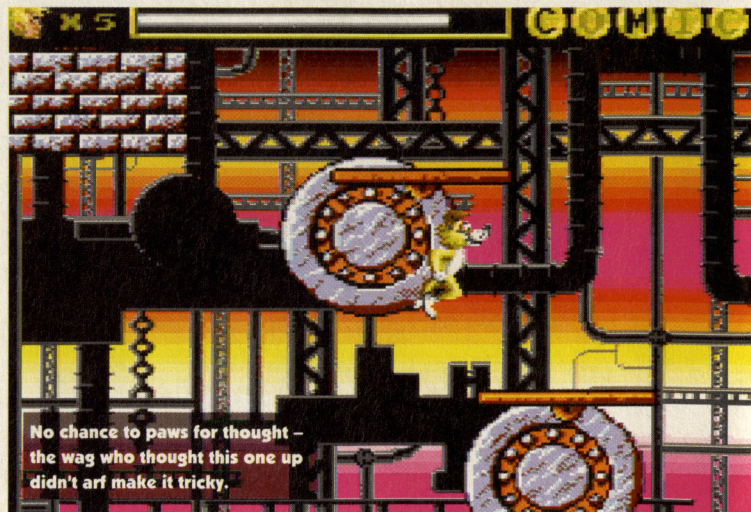
Good old Ocean, eh? We love 'em, we really do. A large part of the reason for that is the impending release of *Sleepwalker*. In a business not usually noted for its charitable impulses (in fact, the only software Good Works we can recall offhand are *Soft Aid*, an 8-bit compilation tape put together around the time of Band Aid, and *WOW Games*, another 8-bit compilation, this time for War On Want, a couple of years later), the Manchester giants have written a

game especially for the forthcoming Comic Relief event, Red Nose Day 4.

And it's not just a thrown-together never-mind-the-quality-look-at-the-good-cause job, either. *Sleepwalker* is a brilliant-looking scrolling platform game with *Lemmings* overtones, in that you play a dog (the cutest character we've seen since Titus The Fox, to boot) with the job of protecting a little nightshirt-clad kiddo from harm as he wanders somnambulently through a load of danger-packed levels. The game boasts beautiful backdrops, gorgeously smooth parallax scrolling and a turn of speed fit to rival anything Sonic the so-called Hedgehog ever managed, alongside some genuinely imaginative gameplay and sound effects specially created for the game by Comic Relief stalwart Lenny Henry. We've seen an all-but-finished version already, and it looks like the best thing to come from Ocean for ages – funny, playable, original, addictive, and with at least a fiver from each copy going straight to Comic Relief. You can't really say fairer than that, can you?

Each copy of the game will come complete with a sponsorship form enabling you to make even more dosh for the charity (imagine, you can play games all day and if your mum and dad complain you can say 'But it's all for the starving children!' and make them leave you alone), and Ocean are currently organising a national challenge for Red Nose Day itself (Friday March 12 1993), so you might even get yourself on the telly.

This is going to be a good one, kids.



NO SECOND PRIZE, JUST SECOND HELPINGS

Last month we reviewed the rather splendid new 3D motorbike racer from Thalion, *No Second Prize*. It seems those clever German chaps waste no time and already there are plans for a sequel (*No Second Prize 2*, perhaps?) to be released in March. We're told that it'll use the same game engine (except that it's even faster now) and will include the full Grand Prix season, together with the Isle Of Man TT (although this is causing a few problems at the moment). We expect to have a preview for you in February.

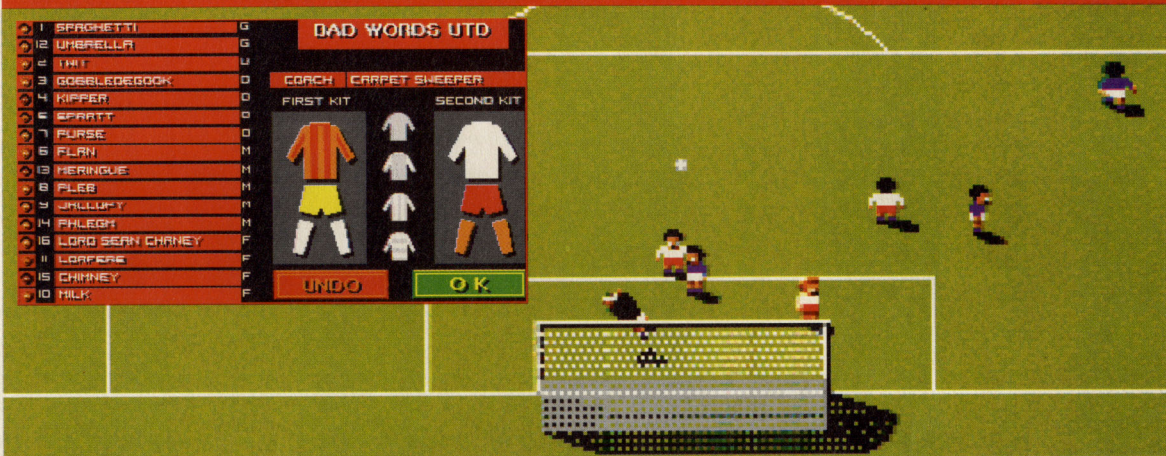
We thought we were being clever when we said to Thalion, "You ought to persuade the programmers to use the same game engine for a flight sim - that'd be fab." Well, they've already thought of that and there's an add-on for *A320 Airbus* and a 'copter sim on the way. With graphics like that, if they get the gameplay right, they can't lose.

10 COPIES OF SENSIBLE SOCCER 92/93 UP FOR GRABS!

WIN!

It's true - the best football game around just got even better. And so pleased are Renegade and Sensible Software with their new version of this fabulous game, that they've stumped up for 10 copies for you lucky AMIGA POWER special issue readers. Entering is simple. Just name three non-football games by the Sensible Software team.

Now write your answer on the back of an envelope or a postcard, and send it to: AMIGA POWER (VERY) SPECIAL, AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW. Make sure you get your entry in by 31st January and you just might win a copy.



AMIGA POWER

RECOMMENDS

Not many of the big Christmas releases made it out in time for last month's issue, but never mind - all these great games did instead.



NO SECOND PRIZE (THALION)

After so many bitter disappointments, we'd almost written off motorbike racing as something that just wasn't going to work as a 'serious' simulation in the *F1GP* vein, but we've rarely been more glad to be wrong. (*'Sing if you're glad to be wrong' - Ed*) *No Second Prize* boasts just about the fastest, smoothest and sexiest polygon graphics we've ever seen, along with what resident biker, Tim, assures us is an extremely realistic riding feel, and a clutch of fab features that make it lovely to watch as well as play. A bit of a winner, appropriately enough.



PINBALL FANTASIES (21ST CENTURY)

It may be only a pinball game, but WHAT a pinball game! Four tables of superfast, superslick, positively flippastic action with (nearly) all the features you could ever want from a pinball machine, except a coin slot. Okay, so it's not really all that much of an advance on *Pinball Dreams*, except in the price tag department (30 quid does seem to be pushing things a bit), and there's got to be a way for someone to come up with an Amiga pinball sim with multiball, but you'll get so much lasting entertainment out of this that it just doesn't matter.



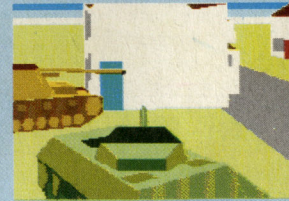
BC KID (UBI SOFT)

The console that time forgot, in these days of ultra-high profile Mega Drives and SNESs, is the PC Engine, which is a shame as it's one of the best ones money can buy (it's where *Dyna Blaster* came from, don'tcha know?). One of its most popular games has, for quite a while now, been one called *PC Kid* (except in the USA where it was called *Bonk*), a console-type (*No! You're kidding! - Ed*) cutesy platformy beat-'em-up with lots of little flashes of loveliness. Now our favourite dudes at Hudson Soft have converted it to the Amiga, and a fab job they've done of it, too. That's it, really.



LEGEND OF KYRANDIA (VIRGIN)

There's quite a lot of this kind of thing around just now, isn't there? Gorgeous-looking adventures with big cartoon graphics and lots of jokes seem to be all the rage, and luckily most of them seem to be pretty fab as well. If you've finished *Monkey Island 2* and *Curse Of Enchantia*, you don't have to look much further for your next instalment of brain-blending, mind-melting, puzzle-solving, disk-swapping fun and larks. And as if all that wasn't enough, you also get to battle with a bad guy called 'Malcolm'. What more could you ask for?



CAMPAIGN (EMPIRE)

A few months ago we wobbled on and on about how great *Pacific Islands* was, to no great effect as you all pretty much ignored it anyway. So, as punishment, we're going to do it all over again with *Campaign*, which is much the same blend of 3D tank-driving action and tricky involved clever-clever strategy stuff as before, only even better. It takes an awful lot to get Jonathan Davies enjoying himself on a wargame (well, it takes an awful lot to get Jonathan Davies enjoying himself full stop), but *Campaign* managed it. Just think what it could do for you.

THE SHAPE OF THINGS TO COME

Your crystal ball got broken, so **AMIGA POWER** is still the only place to come for a view of the future.



JAMES POND OPERATION

Game: James Pond³: Operation Starfish
Publisher: Millennium
Authors: Chris Sorrel (Design, Code, Visuals), Richard Joseph (Sound & Music)
ETA: Easter 1993

Briefly: As we all know, the Moon is made of cheese. And no-one's more aware of that fact than James Pond's arch

enemy, Dr Maybe. The deranged doctor has set up a base on the Moon. He has a team of rats mining cheese which will be sent to Earth to flood the market and so throw it into financial chaos. The world will then become Dr Maybe's oyster unless Pond can find the dastard and save the day.

With *Operation Starfish* (formerly *Splash Gordon*), James Pond is boldly going where no fish has gone before.

For a start, the Pond character's been overhauled and is now more versatile than ever. He can pick up handy items (see panel), some of which are activated immediately, while others can be thrown at the enemy characters or used when necessary. (What you can't see here is the fruit and cakes which Pond wears so he can roll into the enemy characters. As an added bonus, some robot guards don't



And, er, this is a big mushroom-like thing on the cheesey moon. What else can we say? Oh, except did you know that when spacecraft land on the moon, it rings like a bell?

Hey James, watch out for that worm over there with the droopy antennae and the Hitler moustache!





And here's a couple of the amusing characters Pond meets on the Moon. There's the Flying Cow (its distant relative jumped over the Moon, of course), and a cat-AT Walker (!). There's also a miner rat, some mad robot mice and a worm.



recognise Pond in his disguise.)

Pond can also jump and duck and run – and can he run! "He's at least as fast as Sonic," says Chris. And Pond needs to be if he's to build up enough speed to run up some of the near-vertical inclines in the strange scenery.

But best of all is Pond's Special Ability. He blew bubbles in *James Pond* and could stretch and hang from the ceiling in *RoboCod*. In *Operation Starfish*, Pond can stick to almost anything by means of a pair of gravity boots. He can even hang upside down, and there may yet be a boss character as large as – if not larger than – the screen which means Pond will have to run around it.

There are dozens of novel new features, too, such as a map screen (an incomplete version of it is

shown here) to chart Pond's progress through the 100-plus levels. The route isn't linear though. Once a level has been completed, Pond can be moved on to a visible adjacent level. Secret routes and levels are found by collecting special tokens.

And let's not forget Finnius Frog, a trainee agent and Pond's new assistant. You actually get to control Finnius by collecting another type of special

token. A rocket then shoots on to the screen and drops off Finnius. He's a simply adorable little fella who packs a mean tongue and can carry an object. Control reverts back to Pond only when one of Finnius' own lives is lost.

The creators speak: "It's the biggest

"It's the biggest Pond game yet"

POND 3 STARFISH



Pond's mission starts in the Cheese Plains in the bottom left-hand corner of this massive map (which isn't yet finished). The Milk Sea is below. He passes through The Swamp, The Butter Mountains, The Blue Cheese Plains, and, towards the Frozen North, an Ice Cream Zone complete with cone hills. There are underground levels, too, such as the Moon's natural caverns, The Slime Caverns, and The Cheese Mines (which may yet have to be blown up). "I don't know if there will be any mine carts in the mines," says Chris. "There seems to have been a spate of those recently, so I don't really want to do them."

whole thing's dairy based."

Where does Chris get his ideas?

"My graphics inspiration comes from Disney cartoons and Tom and Jerry cartoons. It's less apparent in *RoboCod*, but much more obvious in this one.

"Each Pond game has been inspired by a classic Commodore 64 game. *Pond* was *Gribbly's Day Out* – I like that a lot – and *RoboCod* was *Thing On A Spring*. *Pond 3* is similar to *Nodes Of Yesod*.

"The graphic style of *Operation Starfish* is a cross between the simple, outlined look of, say, Mario, and Disney cartoons for the animation. Everything blinks to give it more character. There are a lot more animation frames for Pond."

Has he met with many problems during development?

"The walking around walls is all very nice but it doesn't half cause problems. It's why it's taken so long. The biggest problem now is fitting in all the ideas. It always happens.

"*RoboCod* could have done with a lot more polish, which *Pond* had but the mapping could have been done better – there were some bits that were unplayable, and all that going back and forth was a bit of a pain. But I've learned more about design.

"I'm finishing off the map at the moment, placing on it where the levels will be.

There'll be an almost limitless number of routes through it. You should be able to go back and explore most of the levels once you've completed them, to find the hidden things. This one's going to have more hidden things than ever before. It'd be difficult for one person to find them all.

"There probably will be boss characters at the ends of all the sections, but I don't know yet. I want to do something a little bit different."

Verdict so far: It's certainly shaping up to be Pond's finest hour. The character has the potential to do for Millennium what Mario and Sonic did for their respective companies. And, of course, Pond's as British as Britain itself.

● GARY PENN

The Swamp is made from mushroom and slime infested mouldy cheese. These are blocks used to construct those levels.



THE MAN WITH THE FISHY FINGERS

Chris Sorrell went straight from leaving school to drawing for programmer Steve Bak. "I never saw myself as an artist though, only a programmer," says Chris. He cut his coding teeth with *Yolanda*, a conversion of Steve Bak's cult Commodore 64 hit *Hercules*. "It was only a small project, to prove I could code. I'd never really written anything before that."

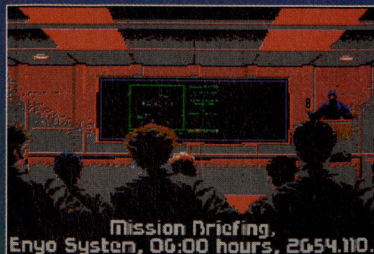
With *Yolanda* under his belt, Chris was fired up and eager to do his own thing, so he started work on *Guppy*. Millennium weren't keen on the title though. Michael Hayward [Millennium's managing director] came up with a new name: *James Pond*. It stuck, and the rest, as they cliché, is history.

SOFTOGRAPHY

Spitting Image Domark (1988) – Visuals
Dogs Of War Prism (1989) – Visuals
Fire And Brimstone Firebird (1989) – Visuals
Yolanda Millennium (1990) – Visuals & Code
James Pond Millennium (1990) – Visuals, Code & Design
RoboCod Millennium (1991) – Visuals, Code & Design

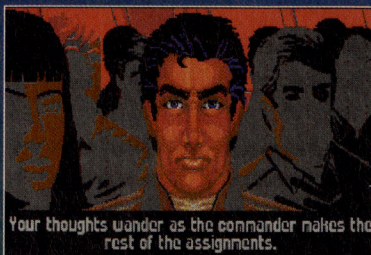
Pond game yet," says Millennium's Ian Saunter. "It was originally going to be ready for this Christmas but now it's too big and... too good really."

"The Moon's not just made of cheese – there's every other type of dairy product there," says Chris Sorrell. "This whole world has evolved on the Moon, so it's not really a series of separate levels. I want this to be remembered as a game where everything's in context. That's why the



Mission Briefing, Enyo System, 06:00 hours, 2654.110.
Mission briefing precedes any flight in *Wing Commander*. Here's one now.

This is you, the hero of this epic tale. Mmm, not sure about that blue hair.



Your thoughts wander as the commander makes the rest of the assignments.



If the craft comes back in this condition, then it's been a good (or quiet) mission.

Switching on the autopilot gets rid of those tedious between fighting bits.



HOW THE WESTERN SPIRAL ARM OF THE GALAXY WAS WON

WING COM



Wing Commander has long been regarded as the ultimate 3D space opera – without the opera, that is.

and it even works on the A1200.

Commander would be lumped in with all the other mindless 3D shoot-'em-ups out there if it wasn't for the graphics. Quite simply, they are the most complex 3D images yet seen in an Amiga game. In place of abstract 3D vectors, *Wing Commander* offers texture mapped craft. They have surface detail and colouring as if they were plain old sprites, but they can zoom in and out and rotate through all three planes as if they were real, live vectors. Let's be honest – *Wing Commander* is in a league of its own in terms of graphics technique. Programmer Nick Pelling has performed minor miracles in getting this stuff on the Amiga at all. Okay, so the colours have been compromised quite radically, but the overall effect is still mightily impressive.

The missions themselves vary between reconnaissance, plain old offensive, and defensive jobs. The latter involve escorting huge transporters to designated jump points, while offensive runs sometimes give the player the chance to strike right into the heart of the Kilrathi empire, and go up against the might of a huge enemy warship.

Wingmen are available for some missions, with orders sent via intercom – which can also be used to taunt the

It's been a long time coming, but the legendary epic is here

Game: *Wing Commander*
Publisher: Mindscape
Authors: Chris Roberts (Original), Nick Pelling (Amiga version), and a cast of thousands (graphics and sound)
Price: £34.99
Release: Out now

So, *Wing Commander* eh? The game which got people buying big, powerful PCs. *Wing Commander* – the landmark shoot-'em-up. *Wing Commander* – the... you get the idea.

And here it is on the Amiga. So what's new? Not a lot, thankfully. When you've got a game design so obviously successful as this one, then there's little

point in messing around with the winning formula. No, what's been attempted here is an exact recreation of the original game, with the number of colours being the only compromise. The results are occasionally a little gaudy, but in the 3D space sections the reduction from 256 to 32 colours is hardly noticeable.

"The first game to really need an A1200"

The player takes the role of a rookie who, over the course of game will either be the saviour of the human race... or not.

The fact that all the blasting bits link together to form a story, means that each time the player returns to base, there's a debriefing – sometimes followed by another medal to add to the old collection, sometimes a promotion, or

sometimes a severe ticking off. After that, it's back to the officer's mess. Here the game can be saved, or a visit to the bar can be made, where other pilots are always keen for a chat. A 'simulator' is also available, for danger-free flying.

GROOVY, BUT WHAT NEXT?

Brass tacks time, methinks. Let's be honest. *Wing*



Above: The wingman gets a bit too close.

Left: Beware proximity mines – they're rather lethal.





There's no time for putting the fluffy dice in position, here come the Kilrathi.

Just look at the texture mapping on that – an enemy fighter gets dangerously close.



Oh dear, we're heading toward the enemy ship at a rather alarming velocity.

And it's all over for our brave young hero. Roast marshmallow, anyone?



WING COMMANDER

THAT NEW AMIGA

A1200

Now that Commodore have introduced their 'Super Amiga', you'll find this symbol to indicate where games take advantage of the new machine's abilities.

Kilrathi during battle. It's all a bit like the fighting sequences of *Elite*, condensed and concentrated into one intense war.

THE NEED FOR SPEED

The design aspect of *Wing Commander* has never been in doubt, let's be honest. The big question mark hanging over the game is one of speed. The original PC version required a pretty damn powerful machine to rattle along at a decent pace, so doubts have been hanging over the Amiga version since beginning.

It's a real shame, then, that after such attention to detail on the game, the speed lets things down. On a standard Amiga the screen update is painfully slow, the dynamic graphics being reduced to stop-start blobs.

Wing Commander has always relied on its pace to create tension and excitement. Without this, it's reduced to a (very slow) graphical showcase. It's certainly not fast enough to make it anywhere near as playable as it should be.

But... it's not all heartache, disappointment, and tragedy. Somebody at Commodore obviously pre-empted all this, and decided to bring out the fabulous A1200. *Wing Commander* is a dream – and a very swoony, smooth and pretty dream at that.

The game itself is still as paper-thin as ever, of course. Strategy and depth are as absent as they ever were. But if delicious 3D shoot-'em-ups are your bag, and an A1200 is yours, then *Wing Commander* awaits. The rest of us would do well to think twice before taking a ride on this particular freedom moped out of nowhere city.

● MARK RAMSHAW

UPPERS

The entire *Wing Commander* game is in there, and it plays just like the original PC one. Aside from the reduction in colours, this IS the original PC version. Running about three times as fast as it does on the standard Amiga, this is the game the way it's supposed to be.

A1200

DOWNERS

Some will dismiss this is a mindless shoot-'em-up, with only the clever graphics to save it. Whether this is a downer depends on your tastes, really. The A1200 can handle 256 colours, why not use them?

THE BOTTOM LINE

The wow factor may have lessened since its introduction on the PC a couple of years ago, but *Wing Commander* is still a milestone. The first game to really need an A1200, it's the game which owners of the new machine must own. Full on raging 3D action you can't afford to miss.

88 PERCENT

UPPERS

The entire game is in there, right down to the last detail.

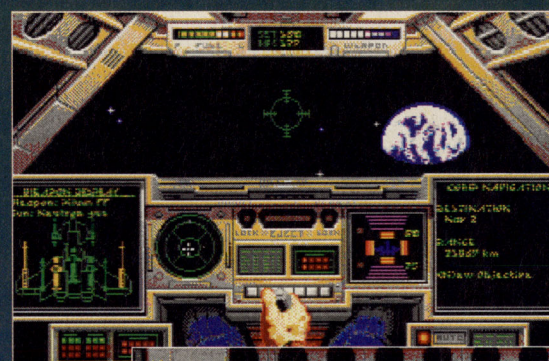
DOWNERS

If ever a game was trying too much, then this is it. On the standard Amiga it's way too ambitious. It's all too slow, even the non-3D sequences – robbing the game of it's frantic playability.

THE BOTTOM LINE

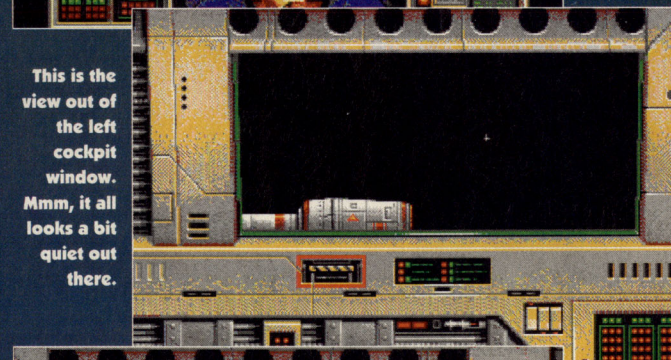
A landmark, but flawed on the standard Amiga. Maybe it would have been better to compromise than to attempt to recreate the complex graphics. As a fan of *Wing Commander*, it pains me to say that the game loses all its magic at such a painfully sluggish speed.

55 PERCENT



The most commonly used view is the straight-ahead cockpit view. Ah, that planet looks familiar.

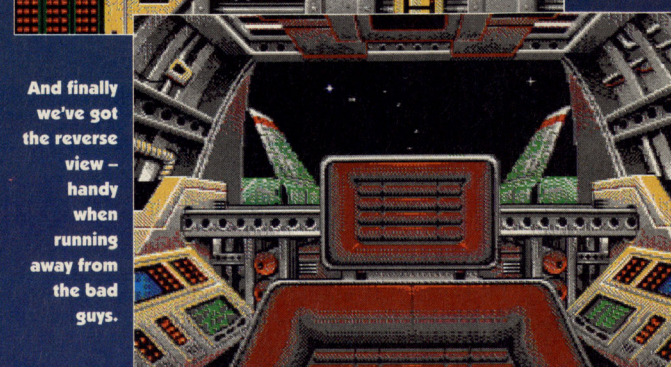
This is the view out of the left cockpit window. Mmm, it all looks a bit quiet out there.



Meanwhile, through the right-hand window we can see the wingman. Phew, company.



And finally we've got the reverse view – handy when running away from the bad guys.



A VIEW TO A KIL(RATHI)

12

Game: Sensible Soccer
 92/93 Season
Publisher: Renegade
Authors: Sensible
 Software
Price: £25.99 stand
 alone/£3.95 upgrade
Release: Out now

Morning, Stuart. IT'S THERE!
 WHAT A GOAL! Oh, is that
 the new version of *Sensible
 Soccer*?
 FANTASTIC! DID YOU SEE THAT ONE?
 What one?
 IT WAS AMAZING! I'LL SHOW YOU
 THE REPLAY!
 No, no, it doesn't matter. And could you
 stop shouting, please?
 WHAT? YOU'RE KIDDING! A YELLOW
 CARD FOR THAT?
 Mark, could you make Stuart be quiet?



The best got better. Now we'll never get any work from Stuart.

SENSIBLE SOCCER 92/93 SEASON



10.30 am. Custom teams
 cause much amusement.

(Bring bring) Hello, AMIGA
 POWER. No, I'm afraid he's
 not here at the moment. Can
 I take a -
 HE'S CLEAN THROUGH
 AGAIN AND HE'S - NO!
 WHAT A SAVE! CORNER!
 No, no, that's just, er, the
 radio. Hang on a minute, I'll
 turn it down. (Clout)
 HE FLOATS ONE IN, A

DIVING HEADER - GOOAAALLL!
 Yes, I'll get him to call you as soon as he
 calms down- er, comes in. Bye.
 AND THE SCOTS HAVE REALLY GOT
 THE PSEUDO-RUSSIAN LOSERS ON
 THE RACK NOW! DOWN THE WING, A
 CROSS, A GOAL!
 So, you'll be giving this a pretty good
 review then? Lots of stuff about the new
 goalkeepers and how they can turn the
 ball round the post for corners and stuff,
 and how the new passback
 rule's been implemented,

and how the computer teams' skill levels
 have been tweaked upwards for a tougher
 challenge, and how there are new custom
 teams, and how the game's got
 lots of up-to-date options like
 the chance to play the
 World Cup Qualifying
 groups, and how the red
 and yellow cards that
 quite a few people
 complained about the
 lack of in the original
 game have been
 implemented this time round
 (complete with extra crowd
 samples), and how it's just
 generally an even more fabulous all-round
 recreation of the true feel of football, right
 down to the unpredictable way that you
 can thump Italy away in one match, only to
 get a 6-2 home drubbing from Portugal or
 lose to a breakaway goal from Malta in the
 very next one, and all that kind of thing. In
 fact, I shouldn't be at all surprised if you
 were to tentatively suggest that with
 all these
 improvements this
 might, in fact, just
 possibly be the

**"No way!
 You can't
 send him off
 for that!"**

best Amiga game of all time, as our
 readers voted it in last month's Readers'
 All-Time Top 100. After all, you do seem to
 be having a good time over there.
 NO WAY! YOU CAN'T SEND
 HIM OFF FOR THAT! NOW
 THERE'S A HOLE IN THE
 WALL, AND - ARGH!
 FOUR-TWO! HOW COME
 THE GOALKEEPERS
 NEVER EVER SAVE
 FREE-KICKS?
 Oh God, I'm getting a
 headache now.
 COME ON REF! SURELY
 THAT'S A PENALTY? YES! IT
 MUST BE FIVE! IT IS!
 I think it might be an idea if the rest of us
 took an early lunch, Mark.
 AND IT'S ALL OVER! WHAT A WIN!
 LOOK AT THESE HIGHLIGHTS!
 I think you could be right, Tim.

● **STUART CAMPBELL!**

UPPERS Tougher,
 slicker, more realistic, in
 pretty much every way better
 than the 93%-rated original. Is there
 any more to be said?

DOWNERS The keepers
 do seem to have a bit of a
 weak spot where free kicks
 are concerned, and it'd be nice if
 you got to play some kind of World
 Cup if you qualified. And where have
 Aberdeen gone?

THE BOTTOM LINE
 You lot think this (even in its
 previous, inferior
 incarnation) is the best
 Amiga game ever. I'm
 inclined to agree with you.

94 PERCENT

11.45 am. Stuart finally manages to get Scotland
 to beat Russia. No work done yet.

2.00pm Still no
 work from Stuart.





PUTTY IN THE STYLE OF SAM PECKINPAH

BY PHIL THORNTON

IN THE
style
OF...

This is the column that asks programmers 'what if?' and actually gets a reply. In previous months we've asked what games would look like if they'd been designed by H R Giger, or M C Escher, or Salvador Dali. We've had games in the style of other games and recently, in our December issue, we asked a few designers to give their games a Christmassy feel. This one, taking its inspiration from the late Sam Peckinpah, was one of our favourites.

"Putty is just so cute, that I wanted to do something completely different. Transforming into into a Sam Peckinpah-style splatter scene was the obvious thing. It was also a good way to let off steam after working on such a cute game after 18 months.

In the scene here arch enemies Dazzledaze and Putty have actually joined forces, and of course there's the gratuitous inclusion of a car bursting through the scene.

I'm big fan of Sam Peckinpah, but my favourite splatter movie just has to be The Texas Chainsaw Massacre."

COMPLETE control

Jonathan Davies is the man with all the good cheats, in Complete Control - a section devoted to helping you win.



There are about 10,000 different known species of ant. Few of them wear masks.

Alan R Mitchell of Durham, along with one or two (hem hem) other people, has pointed out that typing 'GOLDFISH' on the title screen accesses a cheat mode. You can then press F1 to F6 to skip from world to world. Additionally, press 1 to make yourself invincible, 2 to skip to the next

ZOOL (Gremlin Graphics)

level, 3 to jump to the same level in the next world, and 4 to, er, kill yourself.

But that's not all. Rather fabulously, there's a secret shoot-'em-up section on level 2-1. It's been brought to our attention by Andy Peters of Hull. To get to it, you'll need to get past the first two crumbling platforms with spikes underneath. Just after the second one, if you drop down to the floor next to the spikes you'll see a platform above your head and to the right a bit. Jump up into the corner underneath and viola! [sic]

On level 2-2, adds Simon Geary of Glasgow, the sequence for the piano is Red, Yellow, Light Blue, Dark Blue.

LOTUS III (Gremlin Graphics)

Some codes from Colin Gray of Prestwick:

Easy Level
1 PWRWUWHNM-30
2 XMQUIYSKAS-80
3 UVQSNPBCM-70
4 CWVBQPCAV-50
5 SFXUXXXXP-60
6 HSYWYSKGC-50
7 IVVEMMKOZ-50

6 WSVUQPCSJ-70
7 OUNDEFACG-99
8 GXWDYPACV-68
9 BZ-ZF-BAT-90
10 LWNJWKACN-90

Hard Level

1 IYVVNVEQR-35
2 KAZZNIKA-45
3 FGQLJGDAF-65
4 MFFSRPYDU-60
5 PLQTZQDPE-80
6 ZKZGJKKK-50
7 TGGJGGTTT-63
8 AFZYBQCJT-70



One species of lotus was used by the Greeks to make bread.

9 JBOUKJHKA-99
10 DASICOTET-80
11 XDNVSEEC-85
12 QDSCJVEBT-75
13 SKGYXXXXK-57
14 YKGJWVNAK-92
15 WJMEGMEQH-60

ACTION REPLAY POKES

To get these to work, you're probably best off taking a gander at the manual that came with your Action Replay cart.

Bubble Bobble C091EE infinite lives
CJ's Elephant Antics TFD 1EC71 infinite lives
Laser Squad 12AA5,XX no. of credits for weapons,
Mousetrap C07B2F infinite lives
Ninja Warriors 1967D,XX no. of shurikens

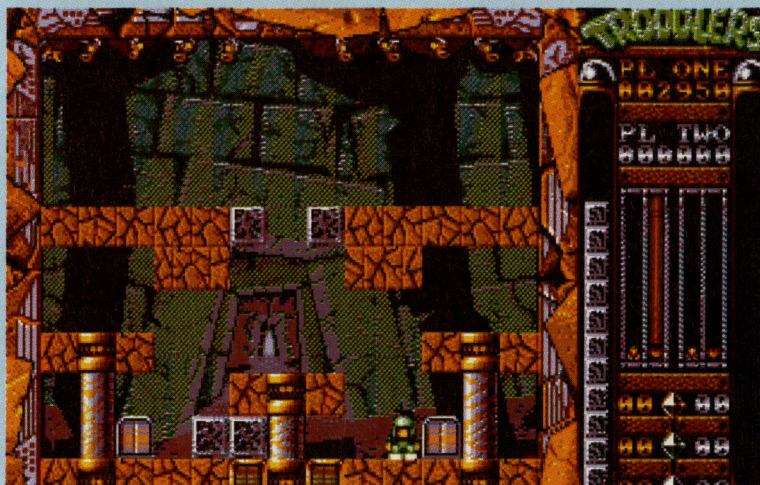
per life, 19A09,XX no. of credits
Pegasus 022B6B infinite lives
Plotting 5FAD,63 99 zapper blocks per life
player 1, 5FCB1,63 same for player 2
Rainbow Islands E337 infinite lives
Space Blob C1C47F infinite lives
Zool 01A003 infinite lives

Thanks for these go to Joyce Heeld of Birmingham (sorry you couldn't get those tips to work) and Carl Surry of Barnet.

TRODDLERS

(Storm)

John Chapman of Liverpool very kindly sent us hundreds and hundreds of Troddlers codes. But you don't want to see them all, of course. You do? (Grit teeth.) Okay...



The Palaeolithic (Old Stone Age) was about 5000 years ago. Many humans lived in caves.

- | | |
|---------------|------------------------|
| 1 PREMIER | 51 ALOTTODO |
| 2 BUILDIT | 52 UPSIDEOUT |
| 3 NOSWEAT | 53 DROPEMIN |
| 4 PYRAMID | 54 POSSIBLE |
| 5 CLEAROUT | 55 CLOSEUP |
| 6 SPHINX | 56 FOOLSRUN |
| 7 QUARET | 57 JEWELPUSH (gasp...) |
| 8 CENTRIN | 58 GUIDETRY |
| 9 REDGEMS | 59 WOTAWSGO |
| 10 CROSSED | 60 LOOSEM |
| 11 SKIPAROUND | 61 YOURSOR |
| 12 PACKEDUP | 62 SACRIFICE |
| 13 PILLARS | 63 BOOMPARADE |
| 14 BZZZZZ | 64 WAITFORIT |
| 15 FIVEROWS | 65 ROCKBLAST |
| 16 TIGHTTIME | 66 NOWASTEALL |
| 17 EASYONE | 67 FROMABOVE |
| 18 TWOTRIBES | 68 SMASHHITS |
| 19 DONTMIX | 69 CRUSHRUSH |
| 20 HELPEMOUT | 70 FIRSTFIRE |
| 21 MEANONES | 71 BURNOUT |
| 22 NOPROBLEMS | 72 RUMBLEHOT |
| 23 TREASURES | 73 COCKTAIL |
| 24 STOREROOM | 74 BUGGINHARD |
| 25 UPANDDOWN | 75 MOREFUN |
| 26 TECHNO | 76 SPINAROUND |
| 27 ONEONONE | 77 LETITOUT |
| 28 SIXROOMS | 78 ALLABOUT |
| 29 THETOWER | 79 BOUNCEIT |
| 30 GOFORHEART | 80 RAINDROPS |
| 31 NEWTHING | 81 FIREANDICE |
| 32 BOULERO | 82 SLOWBURN |
| 33 CRUELWORLD | 83 STALLEM |
| 34 CRUELCUBES | 84 BADBOMBS |
| 35 SLIPNSLIDE | 85 SOLOMAN |
| 36 KEYX | 86 HELLSDITCH |
| 37 GOLDCROSS | 87 FIRSTFIRST |
| 38 STONEM | 88 GOODLUCK |
| 39 HARDROUND | 89 TIMEHUNTER |
| 40 FIRSTGUNS | 90 NODELAY |
| 41 CROSSFIRE | 91 NOPULLPLUG |
| 42 RUNFORIT | 92 GUNZONE |
| 43 NORULES | 93 BELTZENRUN |
| 44 NOFARWALL | 94 BRIDGEMIN |
| 45 RUNAROUND | 95 FALLOUT |
| 46 BADBIRD | 96 COLOURUN |
| 47 COVERTHEM | 97 AUTOFIRE |
| 48 SAVEBLOCKS | 98 SWEATHEART |
| 49 GLAMOUR | 99 HEAVYDUTY |
| 50 HACKBACK | 100 TWEAKY |



THE LAST RESORT

with Jonathan Davies



If you're stuck, stupid or just plain lazy, this is where you should turn for help.

FANTASY WORLD DIZZY

Q "I can't get past the broken bridge or the dragon just after the Snap Happy Gator. I've had the game for over eight months."
SY, Worthing

A Hey, I can do this one. Actually the two problems are connected. To get across the water you need three boulders. One's in the Armrog's den, one's just after the Gator and one's in the entrance hall. Drop them in the water at the edge of the bridge. Then you can jump over them, get the key and find Dozy on the pier. He'll give you a sleeping potion which will get you past the dragon.

THE MANAGER

Q "[rant, fume, snarl] ...I've spent one hour trying to get your damn cheat to work... [rant, rant, rant]"

A This is just one of thousands of letters I've had complaining about the *Manager* cheat in issue 19. You've got to press A after you've pressed D. I'm really sorry. While we're at it, I made another cock-up in the same issue, while I was typing Adrian Pannett's answer to the *New Zealand Story* problem. I should have said that the warp's on level 1-3. Yeah, yeah, and no one can get the *Parasol Stars* cheat to work. Sorry. They're working me too hard, that's what it is...

GOBLIINS

Q "On level eight, I can get the seeds but when I plant them the birds come and eat them. Please tell me how to do it."
Matthew Hinchliffe, Colne

A Do you mean level seven, by any chance? If that's so, to get rid of the birds simply hit the scarecrow.

THE SECRET OF MONKEY ISLAND

Q "I've put the [blah, blah, blah] into the cooking pot, but it won't go bang. Can you help?"
Mrs S Munro, Hull

A Your list of ingredients is wrong, that's all. What you want is the cinnamon sticks, the breath mints, the Jolly Roger, the ink, the fine wine, the rubber chicken, the gunpowder and the cereal.

Q "I have reached Monkey Island but have become stuck in my attempts to blow up the dam. Having called the Lucasfilm helpline I was told by the answering machine to use the gunpowder, magnetic compass and noteworthy stone. I have the first two items but where on earth is the noteworthy stone? And once I have it, where do I stand to use these items?"
S Hayward, St Lawrence

A The noteworthy stone is actually a piece of flint, which you'll find on top of the note at the river fork. Once you've got that, use the gunpowder on the dam and use the flint with the cannonball.

ANOTHER WORLD

Q "At the end of level 12, how do you pull the last levers on the control panel? It's really bugging me."
Chris White, Trowbridge

A After staring long and hard at the solution in issues 11 and 12 of *AMIGA POWER*, I can only guess that you mean level 11 – the last level. If that's the case (and I quote): "Wait until the fight is finished, then time it so that when you pull the level the alien is under the trap door in the centre of the screen. Then quickly pull another lever and crawl left underneath the open trapdoor." Is that any help?

SPINDIZZY WORLDS

Q "How on earth do you access the hidden level editor?"
Nathan White, Walsall

A This was all covered in issue 8 of *AMIGA POWER*. But, to summarise, you've got to go to the level-select screen and type 'Edit' (ie capital E, small d, i, t).

If you think it'll help, you can write to me at The Last Resort, *AMIGA POWER*, 30 Monmouth Street, Bath BA1 2BW.

CASES CLOSED

Jonathan's not infallible and has to ask readers for help.

MAGIC POCKETS

Q Mrs M Turner of Wednesbury was being driven to despair by the gorilla at the end of level two.

A When you lose your last life, keep your finger on the fire button. The game will start again, but your score won't have reset. Keep doing this until you've got 100,000 points – you are now super-powered!
T Cauwood, Lincoln

THE SIMPSONS

Q Cheryl Adamson of N Yorks was tantalisingly close to level two.

A "To destroy the flowerpots you must jump onto a window, and then on top of a door. Jump up and down, spraying your paint onto the pots. For the cinema screen you need to be on the right-hand side of it and again jump up and down, spraying your paint and turning it pink."
Jonathan Algar, Newark

LOOSE ENDS

As you've probably realised by now, Jonathan's not too hot at this 'answering questions' business. We apologise, and beg anyone who can help with the following problems to do so.

Q "I'm stuck on WIZKID. How do you finish levels two and three to get the number of kittens needed?"
Oliver Smith

Q "How do you get to level five of WIZKID? How do you get a kitten on round four without jumping to level seven? What do you do with a herring?"
Faron Smith, Sunderland

Q "In ZORK I, how do you get into Hades? I've tried the bell, the book and the candles, but the candles keep getting vapourised. Help!"
Christopher Powell, Ipswich

Q "On DUNGEON QUEST, how do you get into the castle? I've been into the village and got the coin to give to the boat man. I can get to the castle, but

then I can't get in. Help!"
Darren Knight, Kettering

Q "I can't get anywhere in DUNE. Has anyone got any tips, or a cheat?"
Jamie Whittaker, Rugby

Q "How do I complete taxing level seven on LEMMINGS?"
D Bowman, Darlington

Q "I can't get past the FBI agents on the beach in LEISURE SUIT LARRY II. (I've changed my hairstyle.)"
Eddie Mendoza, Holywell

Q "Where's the guardian at the end of level three on FIRST SAMURAI?"
Justin Robinson, Warwick

Q "In SPIDERMAN, where do I go from the time machine?"
Thomas Franklin, Abingdon

Q "Since last Christmas I've gone round and round level four on CADAVER trying to find all four gold keys. I've only got two."
Alison Knowles, Goole

DO THE write THING

AMIGA POWER's readers might be games players, but that doesn't mean they can't write entertaining and provocative letters when they put their minds to it... Here are some of the best we've received over the past year.

● Address your letters to: **AMIGA POWER, 30 Monmouth Street, Bath, Avon, BA1 2BW.**

'UNWILLING TO DISMISS SOMEONE'

Dear AMIGA POWER,
Upon reading Stuart N Hardy's 'angry' letter in AP6 my first thought was "My, he sounds remarkably pompous and self important." However, I was unwilling to dismiss someone with 'vast literate experience' so easily, so I looked through my old AMIGA POWERS to find his letters which had been worthy of publication. This is what Stu had to say:

AP3 – Isn't it a shame that magazines don't have full price games on the cover any more?

AP4 – It appears there's some kind of economic recession on at the moment.

AP5 – Apparently the most important aspect of a game is its playability, not just its graphics and sound.

AP6 – Well packaged games aren't always the best games.

What insight! None of these ideas had ever occurred to me (or anyone else I'm sure)! It just goes to show, first impressions can be wrong. Thanks Stu, I hope to read more of your revealing letters.

Yours, Greg Brown, Whitstable

'SUCH A GREAT AND KIND MAG'

Dear AMIGA POWER,
Seeing as you're such a great and kind mag, please can you give me some games for free?

Yours hopefully, Jonathan S. J-B, London

No. And we shan't send any to anyone else. Please stop asking us.

'I TREAT PEOPLE AS EQUALS'

Dear AMIGA POWER,
As this is a designated forum for the

voicing of opinions, I would like to comment on the way that females are represented as the 'weaker sex' in most computer games – eg having to be rescued by a brave, heroic male. It is, in my mind, unjust. I treat people as equals, regardless of gender. Therefore I am not against the principle of rescuing females, or males. However, I am opposed to the way in which females are portrayed... if the tables were turned and the game involved rescuing a male, would he be less than half dressed with less than half a brain in working order?

Yours expressively, Lisa Brown, East Grinstead

Well Lisa, we're not entirely sure that females are represented as brainless bimbos in most Amiga games – Wolfchild has to rescue his helpless (and possibly half-dressed) dad, for instance – but if you want to prove us wrong, why not come up with a few examples?

'THE LONELINESS OF EXISTENCE'

Dear AMIGA POWER,
Recently the letters pages have been full of complaints about certain aspects of the software industry. But this isn't a letter complaining about things and saying that they should be different and then not doing anything about it.

The one problem that your magazine has is that none of the games parallels the bitterness and emptiness of life. Take *Monkey Island* for instance. It may seem like a jolly romp about some guy wanting to become a pirate. But it's not. It's a bitter study of human patheticness. It shows how shallow and weak existence really is, and states that the only solution is to find true love. Before Guy fell in love he was a bit crap. Once he was in love, life worked out for him. But love does not bring

happiness. This is a myth that the programmers are trying to make you believe in, so they can get more money from sales of the game.

Don't believe it! Love brings you pain. It brings you large bloodied wounds. The bastards who wrote *Monkey Island* are just exploiting the loneliness of existence without coming up with a solution. In real life you cannot just find a woman, save her from a dead ghost and be happy ever after. In real life you have to work to find true love, then half of the time it still doesn't work out. I only hope that in *Monkey Island 2*, Guy has to find the girl he loves and be rejected by her. Games players should be forced to look upon real life once in a while.

NEXT MONTH: I reveal the horrifying truth about Jimmy White's *Whirlwind Snooker* – life isn't just about a green table and some balls.

Yours sincerely, Alex Finch, Reigate

An agony aunt writes – I know how you feel, Alex, but try to forget about her. There are lots more girls out there all just dying to meet an attractive, witty chap just like yourself. I just hope my daughter isn't one of them.

'HINDER YOUR PROGRESS'

Dear AMIGA POWER,
With the development of *Lemmings 2* in progress, how about a list of members of the Lemming family that could be implemented to hinder your progress through the new levels?

- HALIFAX LEMMING – waits until all your lemmings reach the exit, then repossesses it and changes the locks.
- MAGGIE LEMMING – barges through the level refusing to 'do a U-turn' even when she hits an obstacle.
- MAJOR LEMMING – follows Maggie

Lemming, copying her every move, before dithering backwards and forwards getting in the way.

- GORBY LEMMING – tries to 'Nuke' your lemmings when you decide you can't complete the level, but...

- BORIS LEMMING – steals the 'Nuke' Em icon and won't give it back.

- SCARGILL LEMMING – digs down vertically and diagonally at crucial moments and leads your lemmings down the tunnels, insisting that they are 'economically viable'.

- SENATOR EDWARD LEMMING – every time you build a bridge, he drives across it in his car, knocking your lemmings into the water and drowning them.

- MAXWELL LEMMING – ignores obstacles, bridges and blockers and stumbles straight into the nearest pool of water.

And finally, STUART N LEMMING (Zzzzzzz! – Ed) – insists on covering any walls he finds in graffiti. All your lemmings stop to read it and die of boredom before they reach the exit.

Yours sincerely,
Stephen Richardson, Whitley Bay

Yeah, and what about Bush Lemming, who appears perfectly normal, but every now and then falls over for no apparent reason and can't move for 24 hours? Or the previously-little-known Canadian singer Bryan Lemming, who climbs straight to the highest point of the screen and then won't come down for four months? The possibilities are endless.

'SPIRITUAL GOAL'

Dear AMIGA POWER,
Greetings,
Being, as you undoubtedly are, an Amiga games magazine, you must receive an unhealthy amount of weird letters. This is one of them.

First, I should like to point out the similarity between the spiritual goal of a Vedantist Hindu and the half coma of a *Tetris* player: "Excluding external objects, his gaze fixed between the eyebrows, the inward and outward breathings passing equally through his nostrils" – The Geeta, Chapter V.

Now that I come to meditate on it, it is remarkably close to dedicated *Lemmings* fanaticism, is it not? Have many of your reviewers achieved nirvana? Or is it merely the ley lines?

Secondly, I should like to complain about Francophobic reviews and the lack of onomatopoeia in your writing.

I am a committed PC user, think AP is a surprisingly decent mag, and my

FAB PRIZE winner

'QUITE COMICAL'

Dear AMIGA POWER,
Let me start by telling you that there isn't a magazine like this one printed in the United States. I've been longing for a truthful and quite funny games review mag. Most of the

magazines out here just talk about hardware (yawn). This is fine, but their game review sections are about five pages long. Anyway, keep up the good work!

Anyway, I have a question – Isn't the word 'CRAP' offensive in Europe? Here in the States they would never use that word to describe a game or anything else for that matter. I guess our equivalent would be to say 'This game is a piece of (Sorry, we can't use that word. – Ed)'.
Thanks, Michael Reilly, Los Angeles

PS I find some of your English humour quite comical!

Well, over here 'crap' isn't nearly as offensive as that word you used, so I guess it's just a question of different tastes.



runes tell me you are certainly not going to print this.

Zoroastro 'Billy The Kid' Major, Dorset

Those runes, eh? Probably about time you got a new set, old fruit – they don't work.

'I HATE MONKEY ISLAND'

Dear Stuart,
I hate *Monkey Island*.

Yours, Alex Taylor, Bournemouth

'LOVE AND ATTENTION'

Dear AP,
My boyfriend's attending poly so I unfortunately only get to see him at weekends. Which is bad enough without having the added distraction of his computer and your damn magazine. Anyone would think it was the Holy Bible as he will only make a decision about buying a game after he's read your review on it. He'll spend hours reading it over and over again, so I don't get the love and attention I truly deserve. So I would appreciate your doing myself a tiny little favour. Just for a couple of months, give a few trashy games some good reviews, so his high estimation of your mag will drop, so he hopefully won't buy it any more, making me a happy girl again. Thank you.
Yours in frustration, Miss S Ockman, Exeter

AMIGA POWER in 'Better Than Sex' Shock Horror Probe! We Love It! Seriously though, S, why not try dressing up as Bubby or James Pond or Titus the Fox or something? If you can't beat 'em, join 'em, that's what we say. Alternatively, why not pop up to our offices in Bath and the AP crew will take you out for the evening instead? Some of the AMIGA POWER team ARE girls, after all, so we know how to treat them properly.

'WHY THIS PEJORATIVE TONE?'

Dear Sirs,
For some obscure reason, you people seem to be systematically waging a merciless crusade against wargames. Remarks like 'can't you just tell it's a wargame?' or '...even wargamers' litter your otherwise brilliant magazine.

Why this pejorative tone? As a devoted wargamer I cannot help myself from being irritated at first, then offended, then infuriated by such remarks. Not as infuriated, though, as when I read Jonathan Davies' article on *Panzer Battles*, complete with snoring sounds. A few lines later he admits that he 'didn't have the time to explore the game's more deeply buried intricacies...', even though it is a great part of his job.

Wargames are not played for superb graphics' sake, nor for the sake of applying 100 pounds per square inch of pressure on your joystick in a rapid succession of directions. Those are not the criteria by which wargames should be judged. Rather, they should be judged on their ability to transport the player to the field of battle by historical and technical accuracy. (Although, it might, perhaps, be reasonable to assume that decent graphics and interesting gameplay would make a positive contribution to this

transportation of delight. – Ed)

Wargames are for the people who feel the frost bite of the steppe wind and the rising sun in their eyes, and the smell of gunpowder and burnt diesel. After all, we can't all identify ourselves with umbrella-armed kiddies battling monsters not unlike the ones my son plays with in the bathtub.

Yours faithfully, Louis Hermelin, Slagelese, Denmark

Well, yes, quite. But, as we say till we're blue in the face, historical accuracy is no excuse for dullness. Games don't have to be accessible only to wargame fanatics to be worthwhile. The rest of us might be able to get something from them if only we could stay awake for long enough. Oh, and mind the steppe, Louis.

'IT KEPT ME JAMMY DODGER'

Hello AMIGA POWER,
I've stuck the F-19 on autopilot and I'm not scheduled to arrive at the primary target for another 31 minutes (flying stealthy you see) so I thought I'd take the time to write to you. I seem to be flying into the teeth of an SA-13 but we'll forget that for a minute. Thank you for the demo of *Pinball Dreams*. It is utterly funky, the ultra-sexy cherry on the top of an insanely erotic issue. *Wizkid* was only slightly less good in being a teeny-weeny bit too short, but I don't like long demos very much any church so it kept me jammy dodger.

That *Rainbow Islands* must be a saucy kiss of a game to rank higher than *Speedball II*, eh? It's a sphacelating shame that I'm an impoverished student and can't afford it, but my thought was that being, as you doubtless are, witty, creative, generous, un-ugly people, you could seduce Ocean into giving you an extra copy and then send it to me out of the charity of your hearts. Is that a rampant idea or what? Anyway, you all love me.

Yeah, and I was really interested to read the *Ultima VI* review but not exactly moshing in the rafters at what you said

about virtually needing a hard drive so is there anything similar I could play from floppy you can recommend? It's right up my neighbour's street, so if I can possibly persuade her to buy it I can use theirs. Cunning, what?

Anyway, toodlelups loviess, I really must go. Thank you for reading thus far.

'What man has created

Man can destroy

Bring to light

That day of joy'

Philip Turner, Whitwell, York

PS You'll be glad to hear I was awarded a Congressional Medal Of Honour.

Oh well, you can pawn it and buy a copy of Rainbow Islands then.

'SHARP THINGS'

Dear AMIGA POWER,

I agree that *Rainbow Island* deserves to be the Number One of the All-Time Top 100 games. Sorry that I had to use a crayon but they won't let me have sharp things in here!

Yours satirically,

Ben Twichen, Milton Keynes

'PAMELA BLT CRUST'

Dear AMIGA POWER,

While I was arranging my first year of Amiga Power issue I noticed the letters on the side could be arranged to form some funny words – like 'Miaow Grape' and 'Ow! Rip a Gamel' and 'I Go, Erm... A Paw' and 'I Page A Worm' and 'Gaa! Worm Piel'.

Seeing as how I had some spare time between my studies I thought I'd see what I could make of the AP team. Here are my findings...

First there's Matt Bielby. Also known as 'Mabel Titby'. Or how about 'Bitty Blame', 'Bite My Blat', 'Beat My Blit' or 'Bait My Belt'? Or 'My Table Bit'? Then there's Gary Penn – or should I say 'Penny Rag'? Or 'Angry Pen' perhaps? Mark Ramshaw turns out to be 'Mr Warmshark' or 'Ah! Ask Mr Warm'. (What boring names those two have!)

Did you know you can get a 'Turtle

DO THE write THING

Scab Lamp' (ugh) from Stuart Campbell? He's otherwise known as 'Mrs Petula B Talc' or 'Pamela BLT Crust' or 'Carla Belt-Slut, MP'.

'That Queer Miss W' is Matthew Squires – or the 'Ewe That Squirms' shall we say? Can anyone else do any better? I certainly hope so.

Yours, Richard Stilgoe, London

Thanks Gary.

'KILL KYLIE'

Dear AMIGA POWER,

After carefully reading through the August issue of AMIGA POWER, I was compelled to put fingers to keyboard in reply to Ian Ritch's letter.

While it's all very well shooting Jimmy Hill, and we'd all love to burn all copies of the 1966 world cup final (and all the other years for that matter), how can you possibly think that killing the entire Minogue family would do any good? I mean Kylie's the nicest, most beautiful, sexy, gorgeous, perfect, lovely, fantastic, cute girl in the whole world, and anybody who doesn't really like her must be insane. Anyway, if anyone did ever kill Kylie, the software industry would lose at least 80 software sales over the next three years because I wouldn't be able to go on without the one and only Kylie, and would probably end up fixing my CD player so it works with the lid open and using the laser to remove my head, thus killing one of the people who supports the software industry by not being a pirate.

Yours sincerely, Andy 'Kylie Crazy' Wilkinson, Sunderland, Tyne & Wear
PS I love Kylie

FAB PRIZE winner

'HELLO, JOHN, IT'S YOUR MUM HERE'

Dear AMIGA POWER,

I am one of those rare people who do not spend any/all their leisure time in front of a computer screen. I have never held a joystick in my hand and experienced its pulsating appeal. I am in fact not even an AMIGA POWER buyer. I do not know the difference between a bit, a byte or a butt. Yet the word 'Amiga' is at the very epicentre of my life.

I am, of course, the mother of a teenage Amiga fan and would like to communicate through your pages to my errant offspring.

Hello John, it's your mum here – remember me? The one who fearlessly handles your socks and writes your 'I'm sorry my son is late' notes when you've stayed up all night playing on your Amiga.

Do you remember before we got your computer, how we used to communicate with our mouths? It was much better than the system now. You know the one, where you grunt and periodically make that sign with your hand, and then disappear and reappear shielded behind this mag? It was before you regressed into your primitive period that you're in now, just opening your bedroom door a fraction and snatching food. Once we all ate together in a room called the kitchen. We'd sit at a table and you'd use a knife and fork successfully. It was before you got that terrible tremor in your right hand which makes you cry out 'Got it!' constantly.

And you used to come out with us occasionally in our car and we'd be known as what they call a 'family'. You know, we'd go to places like the National Trust and pretend to understand why it was so important to preserve a fifteenth century urinal in mint condition.

Your father is worried about you, he is sure you've taken up with bad company. He overheard you talking about Rolling Ronnie and he didn't like the sound of it at all. If we can, we'd do anything to help you crack the addiction. Please try to remember your pre-Amiga days, because if not I'll have to start learning to play, and say 'crap!' every other sentence.

Yours in desperation, Mum (alias Rosemary Walker). Crap! (Oops, hooked already.)

BACK ISSUES



1 May 1991 Our first issue! *Eye Of The Beholder*, *Gods and Cybercon III* and the first part of the *Rainbow Islands* player's guide.
On the disk: *Bombuzal* – the complete game!*



2 June 1991 And it just gets better! A giant *Bullfrog* interview and reviews of games like *Megatraveller* and – yes! – *Monkey Island*!
On the disk: *Kid Gloves* – the complete game!



3 July 1991 You want *Core Design*, *CDTV*, *F-15 Strike Eagle II*, *Deuteros*, and *Tok!*? This is the place to come!
On the disk: *Exile* special world, *Prehistorik* preview, and great *PD*!



4 August 1991 The Ultimate Autumn Preview, film games, *Jimmy White's Snooker* reviewed and more!
On the disk: *Beast Busters*, *The Executioner* plus three excellent *PD* games!*



5 September 1991 All the new god sims compared. *Lemmings* preview. *Mega lo Mania* reviewed.
On the disk: *Barbarian II* demo, plus five (five!) great *PD* games!*



6 October 1991 *Midwinter II*, *Cruise For A Corpse*, *Magic Pockets Rodland* and many more reviewed.
On the disk: *Rolling Ronny*, *Captain Planet*, *Bullfrogger* and still more!*



7 November 1991 *Monkey Island II*, *Indy Jones* previews. *Formula One Grand Prix*, *Blues Brothers*, *Lotus II*, *Robocod* and more reviewed.
On the disk: *Leander*, *Video Kid*, plus *PD* games!*



8 December 1991 Bumper Xmas hardware guide. *Populous II*, *First Samurai*, *MicroProse Golf*, *Knights Of The Sky*.
On the disk: *Cisco Heat*, *Elvira Arcade* (one meg), best of *PD*!*



9 January 1992 Giant *FRPG* feature, our *Games Of The Year*. Reviews of *Smash TV*, *Birds Of Prey* and more!
Double disk: *Knights Of The Sky* training section (one meg) & *Puggles*.



10 February 1992 Spring Game Guide. Reviews of *RoboCop 3*, *Another World*, *Leander* and more!
On the disk: *PD Special* – featuring *Mr Wobbly Leg*, *Raid* and *Squamble*.



11 March 1992 *Mega lo Mania II* – diary of a game. Platform games buyers guide. Reviews of *Harlequin*, *John Madden*, *Shadowlands*.
On the disk: *Pacific Islands* mission and three *PD* games!



12 April 1992 Giant *Psygnosis* preview feature, beat-'em-up guide. Reviewed: *Parasol Stars*, *Titus The Fox*, *Vroom*.
Double disk: *Titus The Fox*, *Project X*, plus *Rome* (one meg only).



13 May 1992 Anniversary Issue! New *AP* Top 100, hidden games guide. Reviewed: *Apidya*, *Project X*.
Double disk: Demos of *Sensible Soccer*, *Wizkid*, *Campaign*, *Pinball Dreams*.



14 June 1992 Footy games preview, joystick guide. Reviewed: *Fire & Ice*, *Addams*, *Eye Of The Beholder II*, *Pushover*.
Double disk: Playable levels of *Legend* and *Aqua Ventura*.



15 July 1992 Reviews! *Wizkid*, *Sensible Soccer*, *Monkey Island 2*, *Lure of the Temptress* and (of course) much more.
Double disk: *Galactic*, *Amega Race*, *Number Fumbler*, *Mental Image* shareware.



16 August 1992 Shoot-'em-up guide. Reviewed: *Crazy Cars III*, *Links*, *Dojo Dan*, *Civilization*, *Might & Magic III*.
Double Disk: *D/Generation* Level Two, *Troddlers*, and *Locomotion*.



17 September 1992 Pop stars and their games. Guide to multi-player games. Reviewed: *Premiere*, *Bug Bomber*, *Fascination*.
Double Disk: *Top Secret*, *Beast Master*, *Captain Dynamo*.



18 October 1992 The Ultimate Autumn Preview. Where are they now? Reviewed: *Zool*, *Putty*, *Lotus III*, *Troddlers*, and *Beast III*.
On the disk: *Lotus III* and *Tearaway Thomas*.



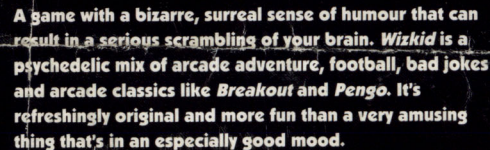
19 November 1992 Industry giants tell us how far the Amiga can go. *Mindscape* tell all too. Reviewed: *Assassin*, *Pool*, *Doodlebug*, and *Rome AD 92*.
On the disk: *Doodlebug* and *Metamorphosis*.



20 December 1992 Readers' Top 100. 1993 games revealed. Reviewed: *Road Rash*, *BC Kid*, *Pinball Fantasies*, *Kyrandia*.
On the disk: *Lethal Weapon*, *Fire And Ice Xmas Special*, *Bill's Tomato Game*.

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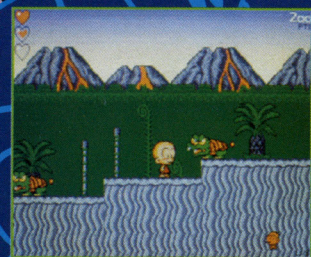
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